PRIMAL
THE AWAKENING

CAMPAIGN BOOK

NIGHTMARE UNLEASHED

It is said that in Thyrea's darkest nights
even the monsters are burdened with terrible nightmares
that torment them, making them even more aggressive and feral
and leaving a trail of blood beneath their eyes.

MAP OF THYREA

DRAGON'S RIDGE MOUNTAINS
ENDLESS SWAMP
WOLTYAR
NIZ-MARAGA
RIVERLANDS

1

QUEST SCENARIOS

31 THE WRECKAGE OF THE AIRSHIP

Zekath miniature

2x Rock

1x Cyricae

2x Water

1x Beathanis

SPECIAL RULES

Special peril cards: Deception, Spark and Disturbance are special peril cards that are not connected with any specific stances. These peril cards follow special rules, which are explained in detail on page 5 of the *Nightmare Expansion* rules.

Vibration track: Set the vibration level to 0 by placing the corresponding marker in the space on the vibration track. The vibration track is explained in detail on page 5 of the *Nightmare Expansion* rules.

INTRODUCTION

The airship is struggling against gusts of wind and rain as you stare out over the horizon at the black clouds that encircle the Dragon's Ridge Mountains. It is said that the furious storm in the northern mountains has raged ceaselessly, ever since the people of Alborea arrived on Thyrea. The Everlasting Storm, they call it. No one knows where it originates from, no one has ever managed to cross it.

The airship sails rapidly through the sky offering you a view of the region below. As the storm gradually stretches its nebulous body over the land, deep shadows are cast over the woods and valleys.

The ship heads further and further north but there is no trace of the missing expedition. At that height, the wind gets stronger and a wall of rain crashes against you. All around you, forks of lightning flash in the sky, zigzagging like fangs, and the booming rumble of thunder smashes into the airship, knocking it off balance, as if it had been hit by cannon fire, and the rudder is wrenched out of the captain's hands.

The ship loses altitude, and you all pounce on the rudder to hold it steady and manage to coast the vessel toward a valley submerged in an impenetrable fog. In the emergency landing, the undergrowth cushions the impact with the ground and the airship suffers only slight damage.

On the peaks that loom over the valley, the storm clouds, thick with electricity, are gathering. Thunderclaps are mixed with a faint crackle, like dried herbs being crumbled between your fingers. This background rustling noise creeps into your ears, seizes control of your senses, and takes the place of your thoughts. The buzzing grows in intensity, and you begin to hear the whispering of unknown words, distant roaring, and metallic clacking. With a splitting headache, you take up arms and look around angrily.

A sinuous, striped monster emerges from the thicket. Its hooked tail shakes as it flexes its muscles and its long translucent antennae flick toward you, feeding the noise that is disturbing your mind.

CONCLUSION

While you are returning to your airship to repair the damage to the hull, you notice an imposing silhouette in the scrub. You approach with caution, clutching your weapons nervously, and to your surprise, you discover the wreckage of the missing ship, overturned and badly damaged, on a large stretch of craggy terrain.

All around the airship, you see the footprints of humans and beasts, the sign of a fight; but you also notice a distinct trail of footsteps heading toward the large mouth of a nearby cave, hidden by the undergrowth. When you enter, you notice patches of mold and fluorescent flowers growing on the walls all around.

The cave extends deep into the ground, leading to a vast underground area dominated by a dense forest of mushrooms as tall as trees. None of you have ever been anywhere like it.

"Who... who's there?" someone stutters in the dark.

Relieved to find someone alive, you rush to their aid. It is a little man wearing a pair of glasses, whose thick lenses have been shattered. He looks at you in wide-eyed amazement but does not seem to really see you. With trembling hands, he clutches at your cloaks, reassured by the sound of human voices.

"There's a monster... it's in my head!" he says with a blank expression on his face, pressing his wrists to his temples. "The storm doesn't want to go away," he moans, then goes back to staring at you. "Did I have a bag with golden powder, or did I lose it? Have I already given it to you? Did you steal it from me? Who are you?" he says lastly, with a frightened look, as if you were monsters.

You realize that the mind of Jasiver, the inventor, is now completely clouded by the power of Zekath. The brilliant ideas he kept hidden there are now lost forever.

Quest rewards on page 18

32 AN UNDERGROUND FLOWER

Zekalith miniature

2x Rock

1x Cyricae

2x Water

1x Beathanis

SPECIAL RULES

Special peril cards: Pulsating, Fear and Dissonance are special peril cards that are not connected with any specific stances. These peril cards follow special rules, which are explained in detail on page 5 of the *Nightmare Expansion* rules.

Vibration track: Set the vibration level to 0 by placing the corresponding marker in the space on the vibration track. The vibration track is explained in detail on page 5 of the *Nightmare Expansion* rules.

INTRODUCTION

The Prime Seeker is walking ahead of you. Careful not to make a sound, he reins in his wonder at what you can all see as you descend into the tunnels carved into the Dragon's Ridge Mountains. Nael was able to decipher some passages from the ancient Krismari herbal codex where the ancients spoke of the Niphresia flower: an extremely precious natural resource that has now almost completely disappeared from the continent.

"Krismari writing is based on rules that are similar to the archaic system of symbols used by our ancestors who founded Alborea," he explains en route.

You make your way along the tunnel that slowly descends into the depths. You place your feet on steps worn by time and the claws of monsters hunting in the mountains. The air begins to get humid from the rock, which sweats cold water, and a few drops fall from the curved ceiling of the tunnel, pattering on your armor. A faint hissing fills your ears, and you feel an unusual sense of bewilderment. You imagine it must be the pressure of the rock above you and you continue on regardless. Nael stoops down to the ground.

"Look at these glowing mushrooms," he says, wiping his glasses, which are fogged up from the humidity. As you continue, the patches of fungus spread over the walls and ceiling of the passage, illuminating you all with their fluorescent light. Finally, the tunnel widens and becomes a large cave. Here the mushrooms grow thicker and taller until they fade into darkness above. Their faint violet light illuminates a large pool in the center of the cave where steaming water gushes out from the depths of the mountains.

"The Niphresia flower grows near sulfur springs!" Nael says, enthusiastically. However, you stop him from taking another step and line up in front of him.

A Zekalith walks silently behind the mushroom stalks, camouflaging itself with its striped skin. As soon as you see it, the monster's translucent antennae begin to quiver and produce an increasingly intense buzzing noise: the blood pulses at your temples and you start to feel a pain in your heads. Its tentacles fill with crackling sparks of electricity and the large mushrooms all around react to its presence: their purple light begins to pulsate and almost hypnotizes you. You take up arms and prepare to fight for your lives.

CONCLUSION

"When the Zekalith approached, I suddenly felt lost. I could no longer think or react. I had the feeling that it had trapped me in its cloud of light and vibrations," Nael tells you, still shaken. "We have never spotted a Zekalith with this particular type of skin. It must have taken on this color while living here in these caves," he comments.

Its tentacles still give off a few sparks, which spread across the wet rock. Next, Nael observes the mushrooms studded with points of lilac light.

"Maybe it absorbed their spores," he murmurs as he takes notes.

You make your way past the Zekalith's corpse and reach the large pool of water. A large patch of mushrooms grows along its edge and, clinging to their stalks, you notice the slender stem of a flower with coral-red petals. This unusual symbiosis leaves Nael puzzled, who hesitates for a moment, then cuts the Niphresia specimen and places it in a vial.

"The ancient Krismari looked for this everywhere. According to the stories, for a short time, its scent can lead the mind to places where the eyes of death cannot find you," Nael explains, before heading back up the tunnels toward home.

Quest rewards on page 18

33 THE FINAL PAGES

SPECIAL RULES

Bleeding cards: Each player has a Bleeding card associated to their hunter (see the matching class icon on the card back). Keep this card close at hand and use it when instructed by card abilities during the game. Bleeding cards are explained in detail on page 3 of the *Nightmare Expansion* rules.

Xitheros miniature

1x Beathanis

1x Rock

1x Brush

2x Wildmaw

2x Water

1x Cyricae

INTRODUCTION

As you walk through the verdant Niz-Maraga jungle, you listen to the cries of distant creatures calling to each other, hidden under the wide, dew-soaked leaves of the forest.

During this mission, Nael is quieter than usual: his thoughts are still fixed on the pages from the Tome of Creatures. Although many years have passed, there is a small part of him that still harbors the hope of finding Nemon alive, who could have survived all this time as a hermit in the wilderness of Thyrea. Nael knew that as a young man, his brother had shown rare qualities, even during his hunter training: he was convinced that he could go on a mission alone, if necessary, in order to carry out his research.

Lost in thought, the Prime Seeker does not notice a thick, viscous thread blocking the path and he stumbles into an insect web, which wraps around his leg. Like a gear suddenly clicking into place, a large buzzing insect emerges from its sticky silk cocoon to pounce on Nael. You manage to reach him just in time and with a decisive blow, you kill the beast.

While he is thanking you, the Prime Seeker clasps his arm to his chest. The insect had sliced through his muscle with its pincers and now he is bleeding profusely, with blood dripping on his clothes.

You help him to bandage the wound and then you notice the forest has suddenly gone silent. Everything seems frozen when, unexpectedly, you jump with fear and search for your companions' gazes. It feels like the ground under your feet is trembling to a slow, regular rhythm. It is the sound of heavy footfalls advancing toward you with determination.

You flee, along with Nael, to a clearing, but the monster is fast and manages to catch up with you. It whips at the air with its long, scaly tail and uses its claws to move aside branches and slice through the large leaves you are trying to hide under. The colorful feathers growing on its back stand up at the sight of wounded prey. Its eyes, ringed in red as if crying blood, watch you ravenously as the force of its roar strikes your face, challenging you to stay alive.

CONCLUSION

At the end of the fight, the monster's slit-like pupils cloud over. You are finally safe.

"I've never seen anything like it," says Nael doubtfully, as he studies its butchered body.

"This monster has strange organs... as if they were the result of some sort of mutation. And look at the veins – I've never seen them so thick and black." Nael ignores the pain in his arm and notes everything down on his writing pad.

"I have seen the shape of these footprints already somewhere...", he says.

Then, as if having a sudden realization, he gradually begins to extend the search around the site of the clash.

"They were drawn in Nemon's tome!" he exclaims as he walks away.

You follow him until you find yourselves in front of a tall tree with a wide, gnarled trunk. All around the tree, embedded in the bark, you notice there are wooden pegs, now blunted by time. Among the branches, you see empty pulleys. The ropes must have rotted away long ago from the humidity in the forest.

High up, the trunk looks hollow, so you decide to climb the tree. The cavity is as large as a room, and scattered inside, you can see some objects: a short spear, blankets, and a bag, still intact. Nael shakes his head. Everything is covered with a layer of dust and feathers carried there by the wind. He cracks a smile so as not to get you down.

"Deep down, I've always known... He'll never return."

Only then, in the dim light, do you notice that the bag is giving off a faint light. Nael opens it and pulls out a chain with a rough-hewn pendant attached in the shape of a monster's head. The eyes are made of carved gems, which sparkle at the Prime Seeker's touch.

"This is an ancient object; it seems to be of Krismari manufacture... Maybe my brother also studied ancient civilizations," he says admiringly and hands it to you.

Then, he pulls some scattered sheets of paper and notes out of the bag.

"These pages mention a nest and many eggs, right here, among the roots of this thousand-year-old tree. He writes that the roots tightened around them and nourished them. He says that, at night, they gave off a slight glow, as if liquid light was moving beneath the surface."

You look at him perplexed. Down among the exposed roots of the large tree, you did not see anything that resembled eggs.

"Nemon could identify the eggs of every monster on Thyrea... These, he says, are at least a thousand years old and did not belong to any known living species on Thyrea. He kept one, hiding it from the monsters looking to eat it," Nael continues to read aloud.

You see the Prime Seeker looking around the room frantically. You search with him until, in one corner of the shelter, your hands meet a hollow in the wood. You force the opening and inside you find a large clay sphere wrapped in a woolen cloth. You grab it and scratch its surface until you discover the shell of a fossilized egg. Nemon must have covered it with earth to hide its scent and light.

"He risked his life to guard this egg," says Nael, "whatever it is, we will bring it with us to safety."

Before leaving, the Prime Seeker collects all the sheets of paper scattered on the ground and in the bag, to sort them out and take them with him. Lastly, his gaze lingers on one of them. He stops short and calls out to you.

"Listen to this! *'It has become impossible to continue this mission. The creatures are increasingly agitated, and their behavior is no longer predictable. My companions did not survive: I'm the only one left, alone. The last few nights have been difficult. I don't remember the dreams I had although an echo of them remains deep in my head. The only clear memory is that I was fighting in the dark; I remember gigantic fangs, and a monster chasing me and roaring in my head, getting louder and louder. When I awoke, my muscles were swollen and tense. My eyes were itchy and, when I touched them, I found that they were bleeding. And that is what I called them: Nightmares of Blood'*".

As you listen, the pendant continues to flash in your hands, to the same rhythm as the beating of your heart, which you can feel pulsating in the veins of your neck.

Quest rewards on page 18

34 THE BREATH OF THE DRAGON

Taraska miniature

2x Rock

SPECIAL RULES

Special attrition cards: Remove three base attrition cards with attrition values of 0, 1, and 2 from the attrition deck. Then add in *Taraska's* special attrition cards instead. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

Lava diagram: *Taraska's* behavior cards feature a special Lava diagram which is explained in detail on page 3 of the *Nightmare Expansion* rules.

INTRODUCTION

You set foot once again on the terrain of the Crimson Forest and look around at what remains after the violent eruption of Woltyar and the fire unleashed by the Kharja. The obsidian heart of the trees in the forest has already been covered by a soft layer of new wood and red leaves are already sprouting on the few branches that remain intact. You are searching for the path that leads to the entrance to the tunnel as indicated by the Keeper. When Woltyar erupted, he had been meditating in front of the perpetual flame of the burning ember found in the Goldarks. In his vision, he saw an archway defended by two obsidian dragons and a trail of fires burning brightly to delineate the path running beyond the opening.

When you reach the archway that opens into the side of the volcano, the Keeper's vision becomes reality. The black glass dragons permit you to pass through, silently judging your strength. You walk on a gangway carved into the rock, and the air gradually gets hotter and hotter.

At a fork in the road, you turn down what looks like an unfinished tunnel, only just rough-hewn from the rock, and at the end of the passage, you catch a glimpse of a reddish light. You follow the call of the flame, as the Keeper's vision suggested and you soon emerge onto a walkway bordered by rivers and pools filled with incandescent magma. No seeker has ever before ventured so deep into these caves. You look around nervously, imagining what unknown and bestial creatures might inhabit such a primordial place.

Suddenly, the magma begins to boil and explosive jets of lava shoot up from the rock, causing you to step back quickly. From a large pool of fire, a spike-covered shell emerges: a gigantic, armored monster moves its barbed tail, spraying boiling magma all around and blocking your way. Liquid fire bubbles between its jaws and its wailing roar echoes throughout the cave, as if it were the embodiment of the voice of the volcano itself. The mountain of fire stares at you through the monster's blistering gaze.

CONCLUSION

You collect a sample of the monster's boiling blood and seal it in a vial to bring back to Alborea. You set off once again and quickly spot a passageway carved into the rock at the back of the cave. You leave the jets of fire behind and continue toward a warm light that seems to restore the energy you have lost in battle. The tunnel opens into a large hall dominated by a dazzling flame; as you make your way down, you look around in fascination.

Other tunnels open up along the walls, while narrow streams of magma flow through the chamber in channels that have been cut into the rock over a thousand years ago. In front of you, at the back of the chamber, carved deep into the rock, the gigantic mouth and snout of a dragon open majestically. Its jaws seem to act as protection for some extremely tall, flickering flames. The worn-out tools that have been scattered on the ground beneath some bits of rubble confirm the suspicion that the place was once a forge.

"We guard the breath of the Indomitable," you translate from the inscription on the lintel over the doorway.

The material used is Arkeum, the golden metal from the Goldarks. The dragon's obsidian eyes stare at you, illuminated by the reflection of the firelight. The bond between the ancients and the Indomitable seems to have been sealed by the most destructive forces of nature, yet these people could control them and even use them to create, not just to destroy. Will Alborea be able to draw on the same strength without succumbing to it?

Quest rewards on page 19

35 IN THE MOUTH OF THE VOLCANO

Taraska miniature

2x Rock

SPECIAL RULES

Special attrition cards: Remove three base attrition cards with attrition values of 0, 1, and 2 from the attrition deck. Then add in *Taraska's* special attrition cards instead. Special attrition cards are explained in detail on page 98 of the *Rulebook*.

Lava diagram: *Taraska's* behavior cards feature a special Lava diagram which is explained in detail on page 3 of the *Nightmare Expansion* rules.

INTRODUCTION

"The Ecadil flower only blooms under a dark new moon, like tonight! It is said that, in the past, the golden petals of these flowers lit up the land in this area on moonless nights, before it started waxing again," Hedi tells you, as you climb one of the peaks in the Woltyar volcanic mountain system.

"And it only blooms for a short time – by dawn it has already withered, and its active properties have dissipated," explains the seeker.

During the climb, you hear constant muttering from the mouth of the Woltyar crater. Since the last eruption, red lava has continued to flow down its slopes and black fumes have been billowing around the summit like a dome of ash.

"Get down!" you shout to the seekers.

Flattened against the black rock, you hear a flock of fire dragons soaring high in the sky and watch as they use pack-hunting tactics to attack a Dygorax that has strayed from its usual territory.

Slowly, you crawl out of sight and continue your march.

"Let's pick up the pace, we're almost at the top!" says Marh, who is guiding you to the mouth of an extinct volcano.

"Ecadil only grows in volcanic soil and needs the heat emanating from the center of the earth: its roots seek fire, and its petals seek darkness... We're here!" Hedi exclaims.

It is dusk and the dormant crater seems like a small, silent oasis, far away from the chaotic world that rages all around you. The extinct crater is home to a small lake of very hot water, which is giving off steam. The seekers have spotted Ecadil plants, ready to bloom, all around the banks of the lake. They prepare their vials with a mixture to soak the flowers in, but the natural world all around you has noticed your presence and begins to shake nervously.

Woltyar, in the distance, sends out a roar, and ash, carried by the wind, rains down on you. The earth gets hot, and the lake water begins to boil. In the darkness of the moonless night, an earthquake strikes, and the crater begins to open: the ground cracks to reveal a glowing web of lava, and geysers of molten rock explode through the earth until a Taraska – an enormous armored tortoise – emerges from the crater of the reawakened volcano. It shakes its tail angrily and drops of lava hit your armor. Through the lava drops and ash rain, you make out Hedi and Marh running toward the volcanic flowers, regardless of the burns they are sure to endure. You must get out of this hell. You use your weapons to seek out the blood under the Taraska's armor.

CONCLUSION

At the end of the fight, you remove your weapons from the Taraska's corpse, causing the shell plates to jet away from its body along with spurts of boiling-hot blood.

Beneath the shell fragments, you can see the outlines of fossilized plants. The monster must have slept for centuries in the depths of the earth, submerged in magma; the call of the Awakening brought it back to the surface, hungry and furious.

You look around and, despite your victory over the monster,

you are all caught up in the same thought: everything about Thyrea now seems to end in fire and rage. The volcano setting fire to the forest below, the monsters emerging from underground, humans covered in scales and claws, engaged in a never-ending stream of furious battles: you feel part of the same circle of unstoppable violence. Still panting and caught up in the frenzy of the fight, it takes you some time before you are ready to loosen the straps of your armor and go back to listening to the voice of your comrades. You look for Hedi and Mahr and spot them treating their burns. Luckily, they managed to collect some blossoming Ecadil specimens just before the lava arrived to destroy them.

Before departing, something makes you linger a few more moments to watch the spectacle of raging nature. You feel a sense of understanding from deep within you... time is running out.

Quest rewards on page 19

2

QUEST REWARDS AND EXPIRATION

31 The Wreckage of the Airship

Unlock the Thunder Forge card.

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 1x 1x

Plants: 1x 1x 1x 2x

Gain the achievement *"The Mushroom Forest"*.

Zekath blood vision

A man walks alone in the darkness of the caves. I can feel his fear. His lantern illuminates mushrooms of all sizes all around him. Blue and purple reflections, like innumerable psychedelic lights, accompany him in the darkness of this underground world.

I move silently with him; I hear him tremble as the roar of thunder rumbles all the way down to the bowels of the earth. A buzzing sound gets louder in the space, like an incessant background noise that does not want to leave the caves.

Suddenly, a row of sharp, sparkling teeth emerges from the darkness. A monstrous mouth opens and moves with lightning speed in search of the man's chest. He raises his lantern, which ignites with a dazzling light and repels the monster for a moment. Then everything goes dark again, I lose sight of the man, and I feel the creature move frantically and continue its hunt.

32 An Underground Flower

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 1x 1x

Plants: 1x 1x 1x 2x

Unlock Reward card 7 (unlock both copies of this card).

Zekalith blood vision

The somber rumble of thunder shakes the earth and reverberates powerfully underground. My companions and I are kneeling on a damp carpet of moss and spotted mushrooms.

One of us, in the center of the group, begins to speak in a slow, deep voice: "The Voice of the Indomitable is found in the fear and terror we feel when faced with the roar and rumble of the sky. Here, in the darkness, the sounds of power are your eyes. Feel how the rock trembles; let yourselves go and fall into this dizzying abyss; feel the beauty of its strength beyond destruction."

He continues by raising his hands and turning his palms upwards. I see a deep scar running across his chest: a combat wound that has never fully healed. His voice grows as he charges his power: "Welcome the roar into your soul. This buzzing that remains in your head; this fear is our strength."

33 The Final Pages

Each player gains 2 Primordial Blood cards as well as the following crafting and plant resources:

Materials: 1x 2x 1x

Plants: 2x 2x 1x

Unlock Reward card 23.

Feather Expansion: If not already unlocked, unlock the Feather Forge card.

Xitheros blood vision

The monster comes out at night, the best time to hunt. The sounds and smells to be followed are more distinct when carried on the nighttime breeze. The beast suddenly finds a trace of life, a very strong vibration in the air. It breathes deeply to absorb that trail of energy and follows it into the forest.

Its heart beats faster, excited by the hunt. It reaches a thousand-year-old tree: its roots are exposed to the air, and embedded between them, there are large eggs with hard, shiny shells, which seem as old as the forest itself. They shine bright in the shadow of night as if a small spark of power were sealed within them. The monster smashes through the roots to get at the eggs and devours them one by one.

The plumage running down its back now lights up with intense colors, its neck enlarges, its claws become sharper, and its nostrils begin to quiver as if it can smell new smells from all over the forest. Its roar echoes as if the voices of numerous creatures have joined in with its cry, filling its voice with a polyphony of new tones.

Mysterious egg vision

Soft morning light filters through the woods. On the carpet of moss, my footsteps make no noise. I approach the clearing and, finally, I see it.

Right in front of me, soaring proudly into the sky, stands the Primordial. Its limbs stretch toward the ground like roots seeking soil. Its striped skin shines with bright colors, and it is so tall that its head disappears into the haze that hangs over the valley. I can catch only a glimpse of the shadow of its ivory horns and the twinkle of its starry eyes.

Frightened and amazed, I pause at its feet for a long time to get a better look. There I linger until it slowly brings its long legs closer to me. I stay frozen to the spot and suddenly I am filled with a new emotion: in my language, there are still no words to express it.

For a moment, in the presence of that creature, I no longer feel the boundary between me and nature. I hear a melody of voices, each with a deep, unique timbre, that slowly blends into a harmonious song that envelops me and makes me feel part of something bigger, something majestic. As the music builds and swells, I hear the echo

of unknown and enchanting places, I hear the singing of rivers, the sound of mountains, and the rustle of leaves in the forest. For a brief moment, I seem to understand the secrets and mysteries of the world, even without knowing them at all.

Is this the answer I had been searching for so desperately? Can contemplation give meaning to my journey?

I feel the desire to set what I felt in stone, to be able to remember it and pass it on to others. I take a stone and begin to engrave a drawing, and then another: symbols, which will become words, which will bring men closer to understanding the immensity and magic of the Primordial power.

Can we ever possess such power?

34 The Breath of the Dragon

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 1x 1x

Plants: 1x 1x 2x 1x

Unlock Reward card 22.

Taraska blood vision

From the sky, the mountain appears gray and barren, a stone shield suffocating an underground heart of pure energy. The Dragon with storm-like wings and veins of fire lands on the mountain, rends the peak in two with its claws, and blows pure fire into the wound. With a roar, it summons the heart of energy that burns deep underground. As it races toward the sky, the magma imprisoned in the rock finds a path to rise up. The mountain warms and is filled with life, free and wild.

The powerful roar of the Indomitable echoes throughout the natural world. In the burning fire, in the shimmering lava, the progeny of the Dragon feel that the desire that gives them life is the same as what makes their Dragon's heart beat.

35 In the Mouth of the Volcano

Each player gains the following crafting and plant resources:

Elements: 2x | Materials: 1x 1x 1x 1x

Platns: 1x 1x 2x 1x

Unlock Reward card 24 (unlock both copies of this card).

Taraska blood vision

The room is dark, and the air is thick with green, fragrant vapor. An herbalist mixes flowers and roots on the fire and distills the resulting condensation in thin glass vials.

"Tiny drops of power are trapped within these herbs. They contain the residue of Thyrea's primordial force, of her memory, of the passing of her seasons," he says in the dim light.

"The descendants of the Dragons draw benefits from the fruits of nature and the power with which they are imbued. This power reacts with the blood of the bloodline and revives it, like oxygen makes the flame flicker."

He offers me a cup and I drink greedily.

EXPIRATION

31 The Wreckage of the Airship

There is no more hope for the expedition that went missing in the north: above the Dragon's Ridge Mountains, the Everlasting Storm, which has raged over the region since time immemorial, is becoming more and more intense and is preventing all airships sent to help from getting near the mountains.

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